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Issue 6 | June 2007

360Zine

Free Magazine For Xbox 360 Gamers. *Read it, Print it, Send it to your mates...*

MASSIVE REVIEW

COMMAND & CONQUER: TIBERIUM WARS

The RTS classic arrives on Xbox 360



EXCLUSIVE PREVIEW!
MASS EFFECT
Bioware's new RPG

EXCLUSIVE PREVIEW!
THE CLUB
Fight Club meets PGR

EXCLUSIVE INTERVIEWS



**XBOX LIVE
SPRING
DASHBOARD
UPDATE
REVEALED**



**MILES JACOBSON:
FOOTBALL MANAGER
LIVE FOR THE 360?**

NEW!
**COMMUNITY
SECTION
INSIDE**

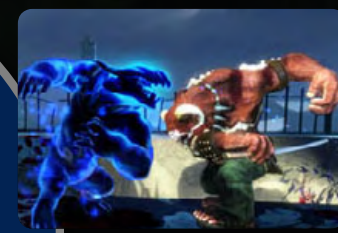
ALSO INSIDE!



1 **WWE SMACKDOWN!
VS. RAW 2008**
New shots inside...



2 **HALO 3**
Beta believe it!



3 **SHADOWRUN**
360 takes on the PC

PLUS LOADS MORE!



Welcome to 360Zine



Command & Conquer has always been a favourite on PC, but previously RTS has never quite managed to successfully make the transition onto console. Up until now that is... read the review on page 21 to see how the 360 handles the King of RTS.

We also have not one, but two exclusive interviews for you: Miles Jacobson talks candidly about what we can expect next from Football Manager on 360, while Xbox Live Product Manager, Robin Burrowes, reveals what's coming up in the imminent Xbox 360 Spring dashboard update. Read it on page 33, or better still listen to the embedded broadcast. We've also redesigned our community section, so do get involved starting on page 31.

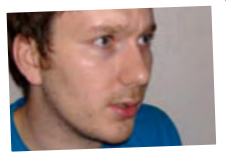
Enjoy the issue!

Dan Hutchinson, Editor
360zine@gamerzines.com

READER FEEDBACK!
Click here to tell us what you think of the new issue!

MEET THE TEAM

Probably the best games writers on the planet



Lee Hall

Lee lives for FM. No surprise then that he's muscled his way into the dugout to interview Miles.



Steve Hill

Steve has been playing C&C on PC forever. And now he's playing it on Xbox 360.



Chris Schilling

Chris is nothing short of a Rock God. He's been playing Guitar Hero II.



Jim Rossignal

Stuck on a platform in Swindon, Jim rediscovers the joy of Tetris.

Don't miss! This month's top highlights



Mass Effect
NOT TO BE MISSED

PAGE 16



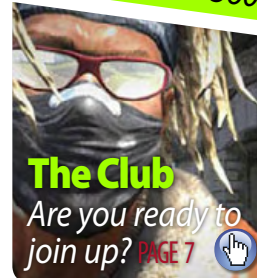
Football Manager

Miles Jacobson looks ahead to a new season of FM
PAGE 18

Command & Conquer 3

HUGE REVIEW! The RTS classic comes to 360

EXCLUSIVE!
SPRING DASHBOARD UPDATE REVEALED



The Club

Are you ready to join up? PAGE 7



Guitar Hero II

Strut your stuff on stage... from your living room PAGE 24

QUICK FINDER

Every game's just a click away!

Halo 3

WWE SmackDown! vs. RAW 2008

Colin McRae: DiRT

Haze

Harry Potter And The Order Of The Phoenix

Beautiful Katamari Damacy

Transformers

Clive Barker's Jericho

The Club

Half-Life 2: Orange Box

Shadowrun

Mass Effect

Football Manager

Command & Conquer 3

Guitar Hero II

Meet The Robinsons

Tetris





HALO 3

Publisher: Microsoft

Developer: Bungie

Heritage: Marathon, Oni.
Oh, and the first two Halos.Link: www.halo3.com

ETA: November 11

FIRST LOOK

Halo 3

Cometh the hour, cometh the Man Cannon

What's the story?

Bungie lifted the lid on the Halo 3 multiplayer experience and confirmed the beta test for May 16 to June 6.

What do we know?

First up, the visuals in these shots are still from early versions as Bungie is keeping the final, polished look of the game top secret – presumably while they graft to get it as eye-pleasing as possible.

Not that we care – some of the gameplay details that are emerging are frankly delicious. Remember the bubble grenade from the Halo 3 TV ad for instance? Turns out you can drop that bomb on yourself for protection at the top of a hill and then roll down in it, travelling across a map invulnerably.

That's not the coolest way to land yourself behind enemy lines, mind. A new Man Cannon will blast players through the sky so you can get round the many choke points of levels that are far more asymmetrical than in Halo's past.

Such brilliant touches, allied with saveable replays and a trip mine for taking out multiple opponents mean Halo 3 is shaping up as a toolkit for twisted anarchists like us.

When do we get more?

Our trigger fingers are already itching as we're going hands-on next issue.

Anything else to declare?

You can still sneak into the Halo beta test by grabbing a copy of Crackdown marked up good and proper with the Halo 3 beta logo.



The glorified
cosh that is the
assault rifle
returns...



Trip mines can take
out entire warthogs if
you don't mind
committing suicide.



Use slow mo replays to laugh in
the face of your humbled foes!



Drive-bys are on
the up in the Halo
universe, sadly.



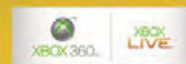
TEARING UP YOUR NEIGHBOURHOOD!

- * TOP DOWN VIEW WITH 3D SHOOTING STYLE
- * 25 GIGANTIC LEVELS OF 4 PLAYER CO-OP ACTION
- * UNEXPECTED AND COMPLETELY DESTRUCTIBLE ENVIRONMENTS GALORE!
- * 16 PLAYERS ONLINE MODES: KING OF THE HILL, DEATHMATCH & CAPTURE THE FLAG
- * DRIVABLE VEHICLES FOR 1-4 PLAYERS INCLUDING GO-KARTS, HOVERCRAFTS, MECHWALKERS, UFOS & MORE!
- * HUGE VARIETY OF WEAPONS, INCLUDING: MISSILE LAUNCHERS, SHOTGUNS, HOCKEY STICKS, CHAINSAWS AND DOZENS MORE!

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REPLAY THIS VIDEO



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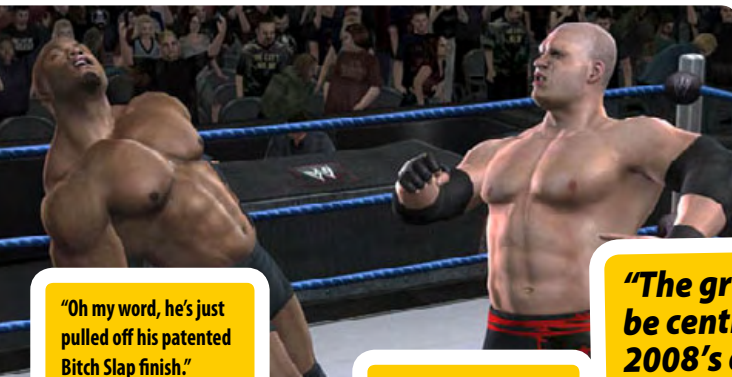
Publisher: THQ

Developer: Yuke's Media Creations

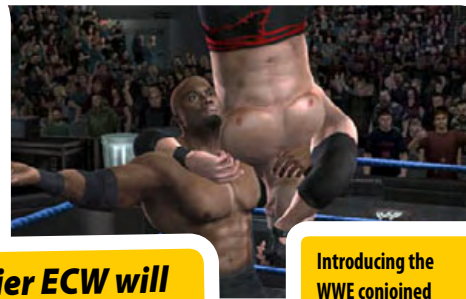
Heritage: Rumble Roses and more WWE titles than Triple H

Link: www.thq.com

ETA: November



"Oh my word, he's just pulled off his patented Bitch Slap finish."

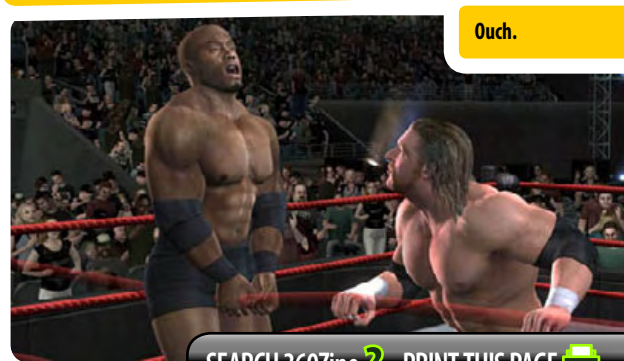


Introducing the WWE conjoined champions of the world...

"The grttier ECW will be central to WWE 2008's appeal"



Old fashioned grappling is key thanks to the new Struggle Submission System.



Ouch.

FIRST LOOK

WWE SmackDown Vs Raw 2008

Call off The Undertaker, they're bringing it back to life

What's the story?

Stepping back into the ring, the WWE franchise might be older than the hairs on Rik Flair's toes, but it's looking to freshen things up with some title-winning features...

What do we know?

Even hardened WWE fans will admit the series has started looking stale in terms of gameplay. Enter: Superstar Fighting Styles, eight scrapping disciplines designed to mix up the action by giving you variously bludgeoning and nippy approaches to your manhandling.

SFS's tag team partner is a Struggle Submission System that does away with button mashing, empowering you through your thumbsticks to apply pressure in a given direction, while your opponent can counter by pushing out of the clinch.

The grttier ECW will be central to WWE 2008's appeal too. A raft of weaponry will mean you can throw everything but the kitchen sink (hey – there's an idea...) at your rivals.

There's also more of pretty much everything else too – such as new superstars, extra out-of-ring hotspots to get down and dirty in, and we've even been promised improved tag team AI.

When do we get more?

We'll lock-up with the preview version in a few months.

Anything else to declare?

Not so much 'declare' as 'confess'. Then WWE women's champ once recreated her trademark spank attack on me in a hotel room. She's got forearms like a shire horse's thighs, I can tell you.

INCOMING

The ones on the horizon we've got our eyes on...



Colin McRae: DiRT

Publisher: Codemasters | **ETA:** June 29

DiRT looks incredible – and we're suckers for a sexy bit of scenery being crumpled under the spinning tyres of a purring off-road vehicle. Here attention to detail, down to the spattering of windshields, is wonderfully balanced with raw and aggressive versus racing. That's the plan, anyway.



Haze

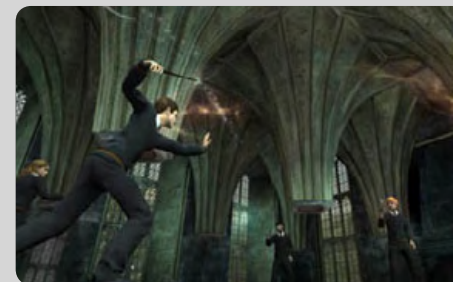
Publisher: Ubisoft | **ETA:** September

Haze it bleedin' right. The too long-awaited next great shooter from Free Radical, the guys behind GoldenEye and Timesplitters, has been mired in an informational pea soup. We're desperate to learn more of Ubi's potential stunner, which lists co-op action, hyper-brainy foes and a wealth of multiplayer options. So tell us, goddamit!

Harry Potter And The Order Of The Phoenix

Publisher: EA | **ETA:** July 27

This latest Potter game of the movie of the book that's unnervingly like The Worst Witch from the eighties promises to tiptoe down a path less trodden by its forebears. Non-linear gameplay means you can recruit Dumbledore's army and explore Hogwarts in your own time.



Transformers

Publisher: Activision | **ETA:** July 20

Transformers will coincide with the release of this summer's movie version, but Activision are using the film as an excuse to give us building-sized robots to stomp around cityscapes, tearing up opponents and crunching humans under our feet. And, boy, does it look pretty...



Clive Barker's Jericho

Publisher: Codemasters | **ETA:** November

This one's peaked our morbid curiosity, thanks to a disturbing first trailer movie and the involvement of one Clive Barker, a man who knows scary. Billed as a phantasmagorical FPS, whatever the hell that means, Jericho has buckets of blood which you can stir with the fetid arms of your decaying enemies. If you like.



Beautiful Katamari Damacy

Publisher: Namco | **ETA:** October

This latest Sony exclusive to be gobbled up by the ever-expanding ball of fun that is Xbox 360 is only half complete, but already looks as iconic and lively as its previous incarnations. BKD casts you as a rolling blob that gathers everything in its path and will boast online play as well as larger levels and more characters than the brilliant PlayStation versions.

UPCOMING

SUMMER 2007

● Mass Effect Summer

AUTUMN 2007

● Bioshock September

WINTER 2007

● Blacksite: Area 51 September

SPRING 2008

● Frontlines: Fuel Of War October

● Fable 2 Late 2007

● Spider-Man 3 May

● Burnout 3 June

● Assassin's Creed September

● GTA IV October

● Just Cause 2 November

● Rise Of The Argonauts Spring 2008



THE CLUB

Publisher: SEGA

Developer: Bizarre
CreationsHeritage: Retro Evolved,
Project Gotham Racing
series.

Link: www.

bizarrecrations.com

ETA: November

Clearly precision
isn't always the
name of the
game.

The Club

No pacifists. No softies. No stealth. And definitely no vegetarian option. By order of the management.

Someone shoves an ice-cold shotgun in your greasy palms. Fight your instincts. Don't take cover and hide like a fourteen-year-old boy on bath night. Do that in The Club and you'll suffer a lame and bloody death...

As you'd expect from a third-person shooter that's been forged by

For NYPD cop
Renwick, this is all
in a day's work.

developers more used to steering wheels than sniper rifles, The Club is about as stealthy as an elephant on rollerskates.

Don't step backwards or you'll tread on a mine, and certainly don't expect to win the day by camping out in some nook and picking off your rivals. Here you're forced to fight, urged on by the

**"Give a
performance of
guile and guts
that proves
you've got nuts"**

promise of big points for a performance of guile and guts that proves you've got nuts.

The premise of the game is a little like Fight Club, the brutal 90's flick that has clearly inspired the dingy, disused locales that call themselves levels. Here you take the role of TV show

Body warmers are in
fashion, damn you!

This is not about
subtlety. At all.

This must be the
Liverpool level.
Kidding Scouse
folk!



THE CLUB



>The Club continued

contestant prepared to go the whole hog in the name of reality broadcasting.

Most of the characters you can play – from mental millionaires to well-heeled hardmen have enough dosh to buy half of Manhattan, but no amount of money can buy you respect. And to gain respect, these twisted souls are prepared to put their lives on the line in deathmatch arenas.

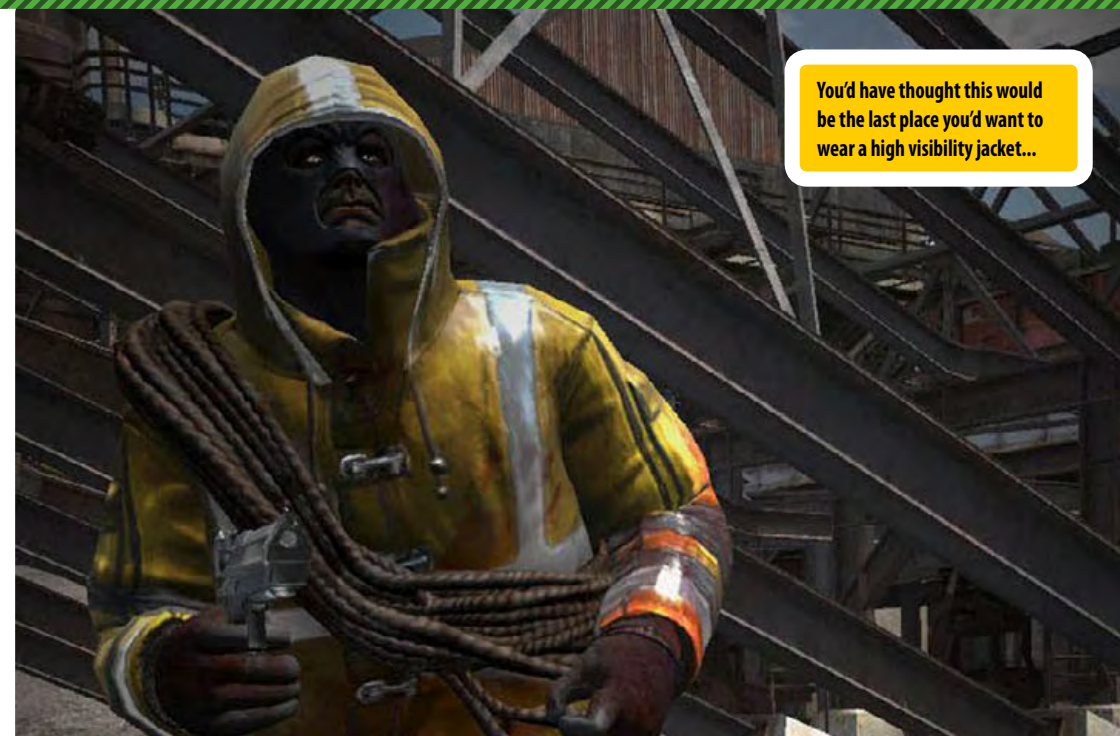
Once the final shell casing spins to a halt on the battle-charred floor, it's not simply a case of the last man standing getting all the glory.

The Club's own secret weapon is a points multiplier system that mimics the superb kudos dynamic that makes Project Gotham Racing the best driving series on any format. And yes, we are

including that realistically pedestrian effort Sony fanboys are still pretending they're not sick of...

At its most basic level, ticking up a formidable points haul is as simple as daisy-chaining kills, taking out your enemies in quick succession to rack up the points as the carcasses start piling high. Your scores will only start looking like the balance of Bill Gates' checking account when you start turning murder into an artform.

Just as kudos points reflect your daring and flare on the racetrack, your haul here is determined by your ability to make difficult shots and pull off audacious kills. Spot an enemy peering out from behind a doorframe, for instance, and you'll get more points for whacking him that if he were in open ground. You'll get more points still if you take him out with a headshot, and even more goodies if you do so

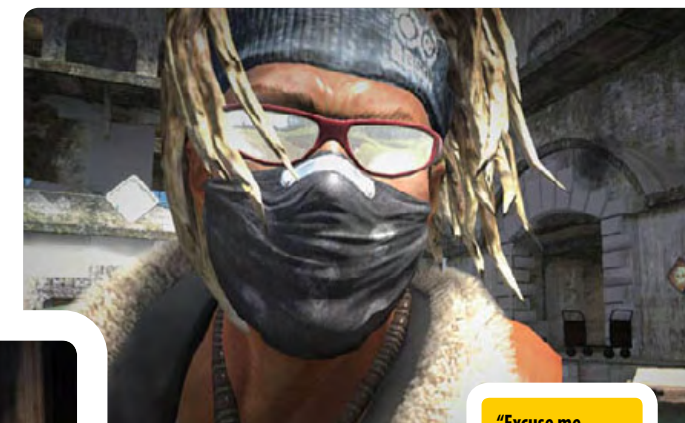


You'd have thought this would be the last place you'd want to wear a high visibility jacket...

"Ticking up a formidable points haul is as simple as daisy-chaining kills"



Shadows are for wimps - come fight me, man.



"Excuse me, mate – is this the bus for Glastonbury?"



THE CLUB

>The Club continued

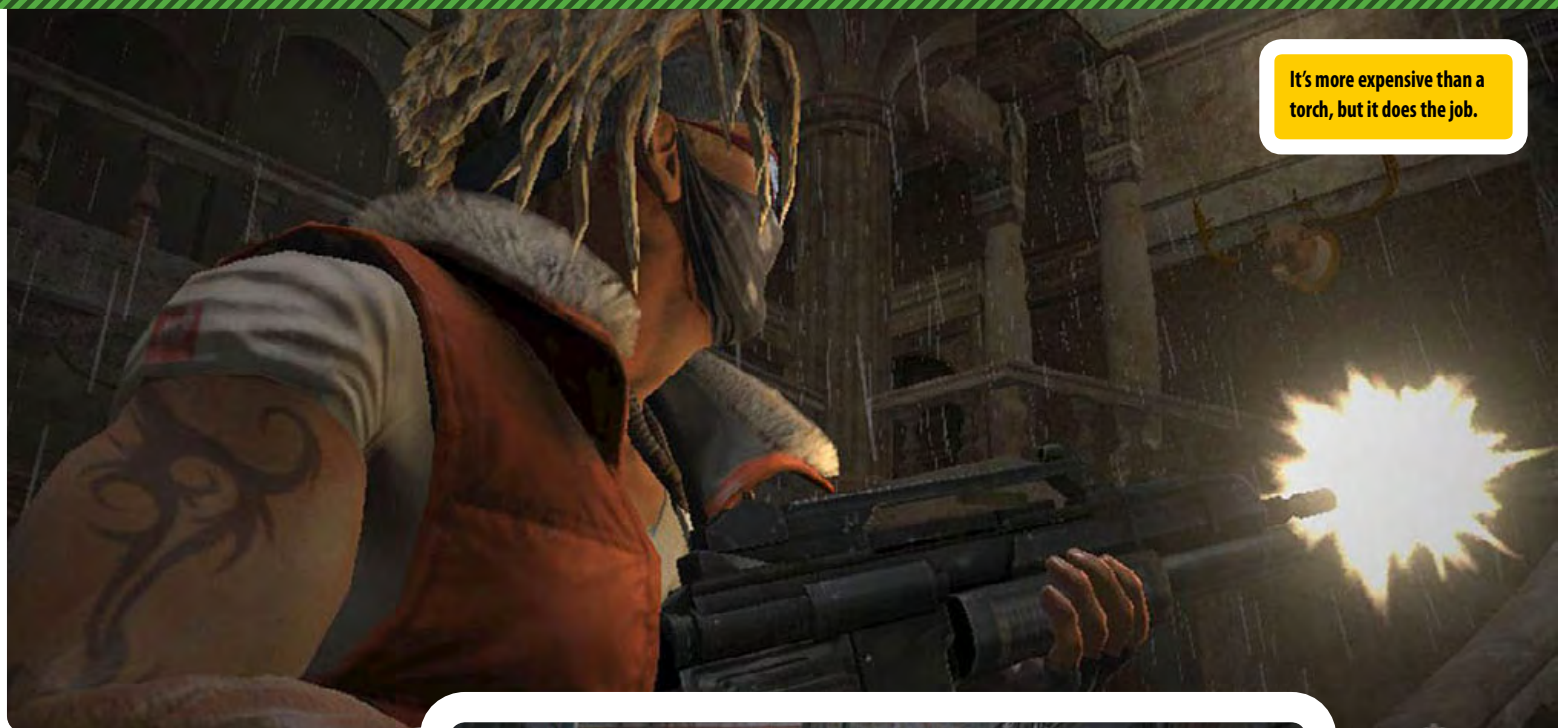
while halfway through a commando roll... You get the picture.

If you think this sounds like a recipe for mucho multiplayer fun – you're darn right, soldier. The Club has clearly been fashioned with Xbox Live in mind, as well as players who prefer their action split-screen – and let's face it our TVs are big enough to support the latter playing style these days.

Our sources suggest a mixture of classic game modes – including capture the flag derivatives and the usual deathmatch blasts – will be complemented with modes that capitalise of the unique mechanics behind the Club's points system.

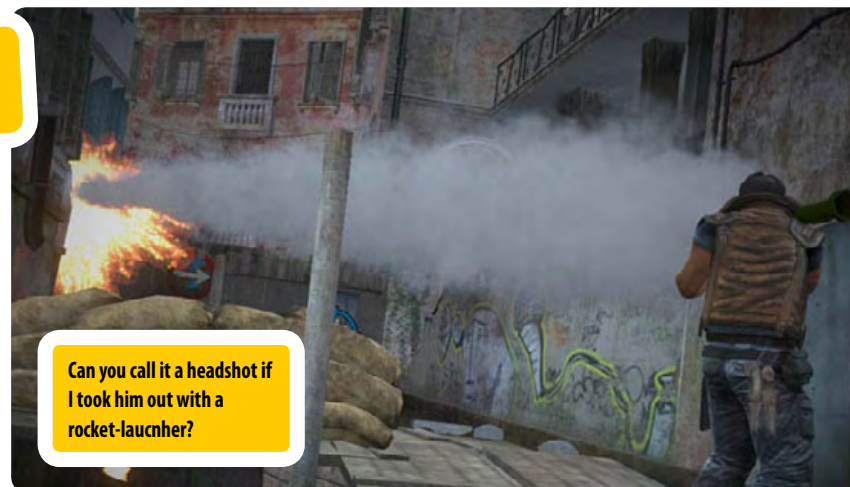
Combo-kills will be the name of the game as you out-point opponents with your panache and unflinching determination to kill. Mind, with up to 15 rivals to contend with, only the most bloodthirsty will triumph here. ●

Yeah, but could he have you if he wasn't wielding a gun? Well, probably.

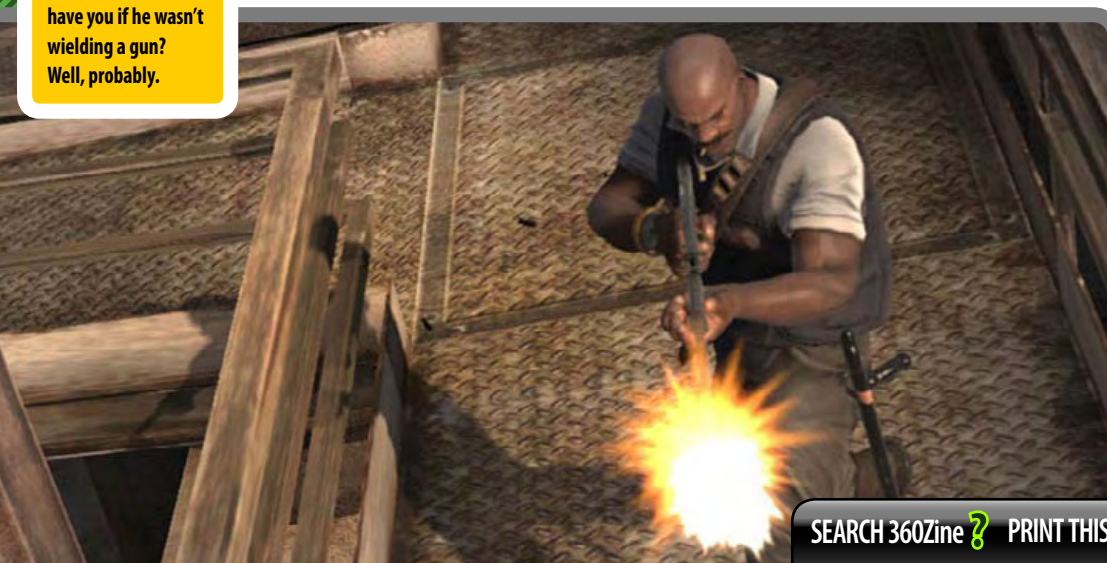


It's more expensive than a torch, but it does the job.

"Combo-kills will be the name of the game"



Can you call it a headshot if I took him out with a rocket-launcher?



360Zine
CLUB

HOW COMPLETE?

75%

FIRST IMPRESSIONS

87%

A wuss-free warzone where killing is an artform.



REPLAY THIS VIDEO

The Earth Defence Force needs YOU!

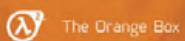
Planet Earth is under attack from alien invaders and the Earth Defence Force (EDF) is the only chance for survival. Earth Defence Force 2017 lands players on the front lines of an onslaught of alien invaders with non-stop swarms of hundreds of enemies on screen at once.

Players are equipped with an arsenal of weapons, vehicles and loyal team mates in order to defeat a wide variety of attackers ranging from giant ants and spiders to robots and monsters standing more than 20 stories tall. Each player is armed with a choice from 150 weapon variations and the support of AI-controlled Earth Defence Force team mates who will battle beside you throughout the game – you can also join forces in co-op mode and battle together.

With more than 50 missions to complete and a seemingly endless barrage of attackers, the Earth Defence Force has their work cut out for them. Fighting within a wholly destructible environment where bridges, skyscrapers and other structures can just as easily be destroyed by friend or foe, players can either save their world or demolish it in the process.



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Publisher: EA

Developer: Valve

Heritage: Half-Life, Counter-Strike, Day Of Defeat

Link: www.valvesoftware.com

ETA: Summer

Half-Life 2: The Orange Box

Talk about a box of delights...

Back in the day compilations used to be a ragtag of ancient arcade games and outmoded forerunners of the latest, greatest efforts on the market. Not so the Orange Box, a fistful of 360 debuts from Valve, creators of the genius Half-Life dynasty.

This bulging pack of gaming goodness may be overdue, but it couldn't be more worth the wait. In it you get Half-Life 2, the wondrous next gen version of the dimension-skipping alien blaster, Half-Life 2 Episodes One and Two, Team Fortress 2 and Portal.

In other words, it's a treasure trove of

A great tripod, but who's got a camera that big?



"This bulging pack of gaming goodness couldn't be more worth the wait"

first-person genius utilising one of the most beautiful and acclaimed game engines of all time. So, not a bad bundle then, eh?

Half-Life 2 needs little introduction. When it finally hit the PC back in 2005 the game pushed new graphical boundaries and all-but matched the seminal 1999 original in terms of its impact on gaming.

The shooter is a bitter and sometimes lonely battle through a nightmare near-future, requiring lateral thought, a steady aiming hand and the ability to blast nasties without falling under the spell of the eye-frenching scenery. But you probably knew that.

The 360 version looks even more sumptuous than the PC game, especially on a decent HD TV, the likes of which our missus has finally caved to let us have wall-mounted in the bedroom. Result. And it plays just

THE VIDEO WALL

Wanna see The Orange Box's fine lovelies in action? Click a button below...



HL2: ep 1



HL 2: ep 2



Portal



TF2



Half-Life 2 Episode 2 – it'll bring the house down



The Orange Box

> Orange Box continued

the same as the critically acclaimed typewriter version.

Episodes 1 and 2 are essentially expansion packs for the core Half-Life 2 experience, though like Harry Potter when Ron and Hermione are too busy getting off with each other underneath Hagrid's trenchcoat it works on its own.

The first instalment is another PC conversion, and a stunning one at that. The game pits protagonists (or deuteragonists as my old English 'master' used to slur) Gordon and Alyx as a team for much of the action, inviting players to use teamwork to solve brainteasers and slay enemies.

The only pan of crap PC gamers had to put up with this one is that it was way too short to satisfy their lust for all things Half-lifey, which is clearly less of an issue when it's one fifth of a bundle

that will set you back as much as, say, Fusion Frenzy 2 – /shudder/.

New boy Episode 2 picks up the story of Alyx and Doc Freeman's escape from The Combine – that's the alien empire spanning multiple parallel universes for those of you who don't know. Set in rural and semi-urban environments, the game feels like a prolonged chase sequence as you jump into vehicles and leg it from waves of alien forces determined to turn your eyes into buttons for their man coats. Probably...

What, there's more?

Perhaps most intriguing of all, this trio of Half-Life stunners is complemented by the towering presence of Team Fortress 2 and its quirky sidekick Portal.

This latter game is as brilliant as it is unusual. You play a lab rat armed with a portal gun in the Half-Life 1 universe. The game is essentially a homebrew showcase for the clever physics behind

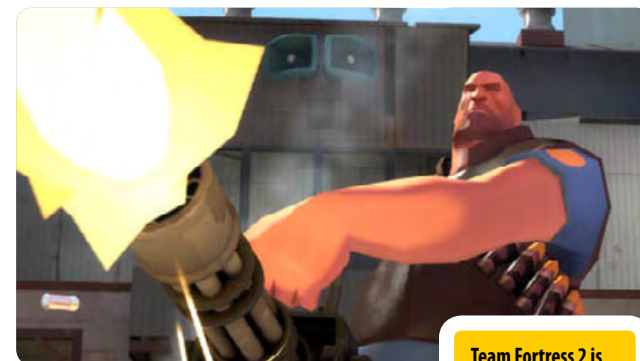


the HL experience, which invites you to round problems with genius thinking instead of trigger-happy blasting. Check out the trailer to get a mouthful of this oddball gaming experience.

Just as tasty-looking is Team Fortress 2. This cel-shaded reworking of the multiplayer Half-Life spin off lets you choose your style of play as you indulge in fierce battling with pals and people you pretend you like.

The game has Xbox Live written all over it and is the icing on the cake for a package that should make you feel all your birthdays have come at once. Which, by the way, isn't possible. ●

"Round problems with genius thinking instead of trigger-happy blasting"



Team Fortress 2 is camp, but there's no camping



Bonfire night is hellish when your head is a slop of miscellaneous body parts

360Zine

HOW COMPLETE?

90%

FIRST IMPRESSIONS

92%

Five fat fingers of gaming fun.

SHADOWRUN

Publisher: Microsoft
Developer: FASA Studios
Heritage: Crimson Skies, MechAssault, MechWarrior, MechCommander
Link: www.fasastudio.com
ETA: June 2007

HANDS ON

Shadowrun

Now that's magic...

When Bill Gates revealed the Live Anywhere vision at last year's E3 show in Los Angeles, there was little suggestion that it would be headed up by trolls, elves and dwarves. Throw in the more orthodox humans, and you have the four races that make up Shadowrun, the first game to link Xbox Live with its Vista counterpart, Games For Windows Live.

The poster boy for the new cross-platform connectivity, the team-based

Shadowrun will enable up to 16 players to go at it on either 360 or PC, with a platform-agnostic approach enabling players with different machines to be on the same side. Being a First Person Shooter, this obviously bring up the question of preferred control method, although to blur the distinction further, you could always use a 360 controller on your PC.

While Shadowrun is being billed as a vanguard for a brave new world of

"Shadowrun will enable up to 16 players to go at it on either 360 or PC"

Just what you want to met in a dark alley...

You'll believe an elf can fly.

Shouldn't have called him blue-face.

SHADOWRUN

FEEDBACK!
What do you think of Shadowrun and the Xbox 360/PC linkup?

Magic is no substitute for a machine-gun to the head.

>Shadowrun continued

seven bells out of each other through a combination of magic, extreme firepower and advanced technology.

With two teams of eight, it's a round-based affair, very similar in format to classic online PC shooter CounterStrike, even to the extent of buying weapons (and in this case, magic) before each round. Due to some loophole in the fiction, the two sides are made up of any combination of races, each with their own particular attributes. For instance, dwarves can suck magic out of other characters (and are short so are harder to shoot), trolls have thick skin so can take more damage, elves are fast yet flimsy, and humans are little more than a miserable pile of secrets.

A world away from the traditional FPS, Shadowrun could justifiably be dubbed the thinking man's shooter. In

"A combination of magic, extreme firepower and advanced technology"

fact 'shooter' doesn't even remotely do it justice, given the huge array of methods for meting out death to your opponents. Why simply shoot a troll when you can teleport through a wall, hack him to death with a sword, wait for his team-mates to retaliate then turn into a puff of smoke so they end up shooting each other? It is these layers of subtlety that will make Shadowrun stand out, but they may also deter more trigger-happy gamers who prefer not to think. It'll take time to get used to, but should be worth the effort. ●

360Zine

HOW COMPLETE?

80%

FIRST IMPRESSIONS

70%

Magical multiplayer mayhem.

"You go first, I'm scared."

Insert fart-lighting gag here.

PCGZine

ONE PREVIEW TO BEAT THEM ALL

Quake Wars: Enemy Territory

Hands-on with the game you want to play

ONE REVIEW TO WOW THEM

The Lord Of The Rings Online

Middle Earth gets MMORPG right shocker

ONE INTERVIEW TO TOP THEM ALL

World in Conflict RTS laid bare

AND ON THE INTERNET FIND THEM, ON THE SITE OF GAMERZINES,
WHERE THE SHADOWS SOMETHING SOMETHING.



PCGZine Issue 5

Unmissable PC games coverage
Download it today!

MASS EFFECT

Publisher: Microsoft

Developer: Bioware

Heritage: Star Wars:

Knights of the Old Republic,

Jade Empire

Link: www.masseffect.com

bioware.com

ETA: May 25

PREVIEW

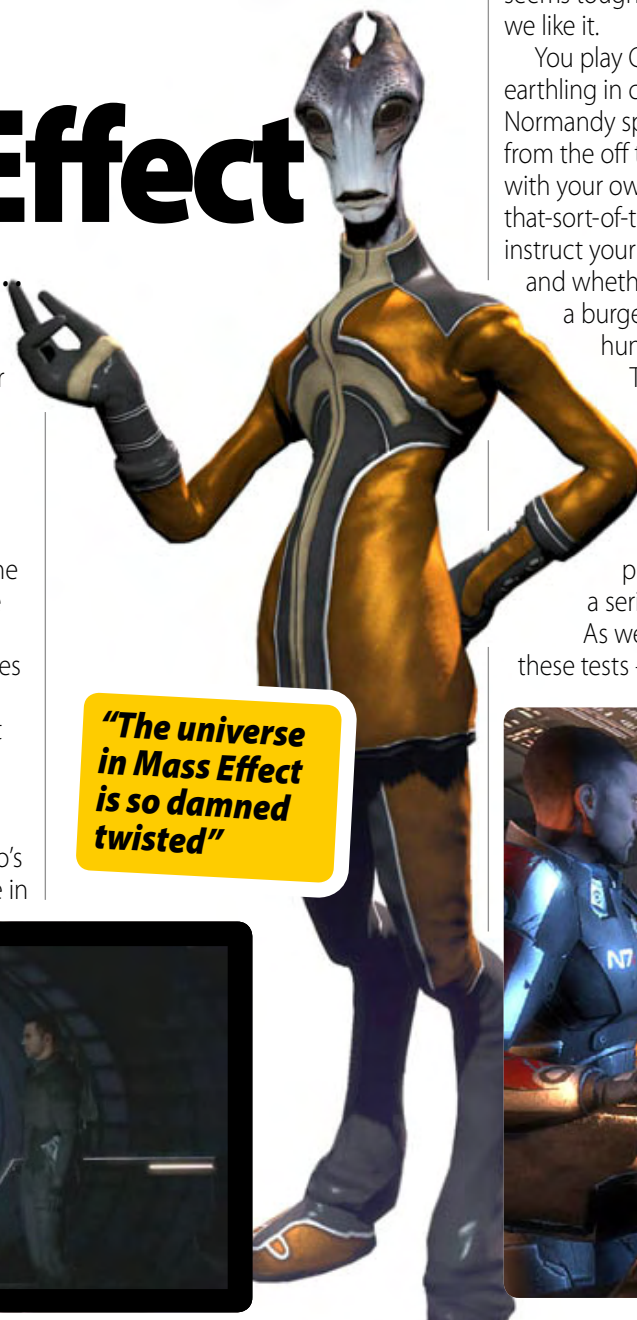
Mass Effect

Give us some space, man...

Gazing up at the inky darkness of space, you'd be forgiven for thinking our constant guides, the twinkling stars, are lifeless and endlessly benign – despite all the scare-mongering in science fiction about menacing alien lifeforms...

It's with just such optimism that the humans of Mass Effect saunter to the nether regions of the galaxies of the 23rd century... only to find the beasties of bad seventies TV shows aren't a patch on the ravenous monsters that are really lurking 'out there'.

It turns out space is about as welcoming as a foul-breathed auntie wearing only a bra of iron spikes, who's desperate for a kiss and a cuddle. Life in



"The universe in Mass Effect is so damned twisted"

Bioware's latest space RPG certainly seems tough – which is just the way we like it.

You play Commander Shephard, an earthling in command of the Normandy spaceship. It's pretty clear from the off that you don't fly your ship with your own far-too-important-for-that-sort-of-thing hands. Instead, you instruct your crew on your destination and whether you need to stop off for a burger or kill off a race of war-hungry aliens along the way.

There's plenty of time to get your mits dirty, mind.

As a potential Spectre (a guardian of the universe, no less) you're charged with proving your worth through a series of trials.

As we discovered, the first of these tests – retrieving a beacon from



"Are you checking my boobs, or my horribly pitted cranium?"

a planet's surface – soon reveals the extent to which the universe in Mass Effect is so damned twisted. As you seek out your quarry you encounter a bloke who predicts the universe will be obliterated, your arch rival who is spoiling for a fight, and an alien race, the Geth, who zombify any humans who get in the way of their pursuit of power.

Like we said – it's not such a



Crew members react differently to Shephard. Some salute, some clearly ponder...



INTERACTIVE CONTENT
Click here to see the Mass Effect trailer



MASS
EFFECT

FEEDBACK!
What are you
hoping for in
Mass Effect?
Click here to
tell us now!

"Through here's
the kitchen.
We've just had it
redone..."

>Mass Effect continued

welcoming world. You can expect to battle your way through as many opponents as you bypass through bartering, when you use a raft of options to interact with characters that are both individual and lifelike.

While not as complex or as action-oriented as its FPS counterparts, Mass Effect's fighting is engaging. You can take cover and blast without having to get hung up on faffy aiming, and deploy a vast range of upgradeable weaponry against rampaging opponents...

For all the uncompromising grittiness of a game that shies away from the friendliness – if not the revealing lycra fashions – common in space dramas, there's plenty of prettiness to admire too. The facial expressions of protagonists and non-playing characters alike are wonderfully

realistic and breathe life into flabby-faced aliens where many a cosmic forebear has failed.

There's also plenty of welcome choice, judging by the gameplay on show to date. As well as selecting a background for your character that will influence the direction of the storyline, you'll also be faced with a string of moral dilemmas with no clearcut 'right' answer. Or so we're promised.



"Take cover and blast without having to get hung up on faffy aiming"

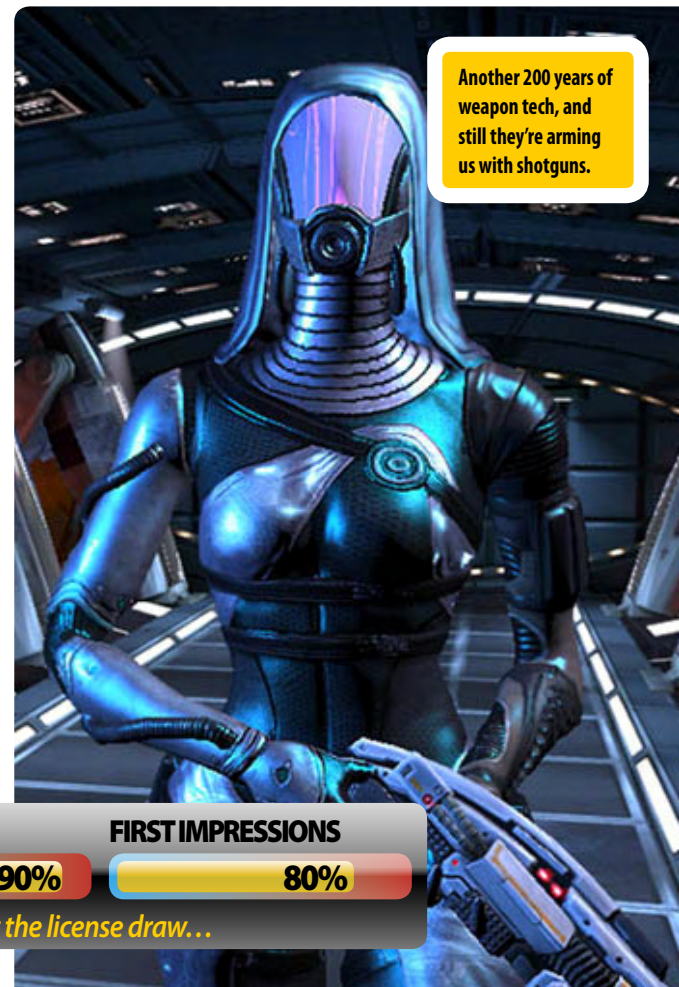
When you start the game you can select a male or female incarnation of Commander Shepard, choosing from six character classes including soldier (go in, fight dirty, kick ass); engineer (erect shields, fight clever, kick ass too) and adept.

This latter class imbues you with special powers, upgradeable through implants. You'll start off capable of erecting barriers, warping objects and hoying them across rooms before earning ever-more impressive, quasi-magical powers.

Sounds a bit girly to us... ●



Mass Effect: The
Burning Crusade.



Another 200 years of
weapon tech, and
still they're arming
us with shotguns.



360Zine

MASS
EFFECT

HOW COMPLETE?

90%

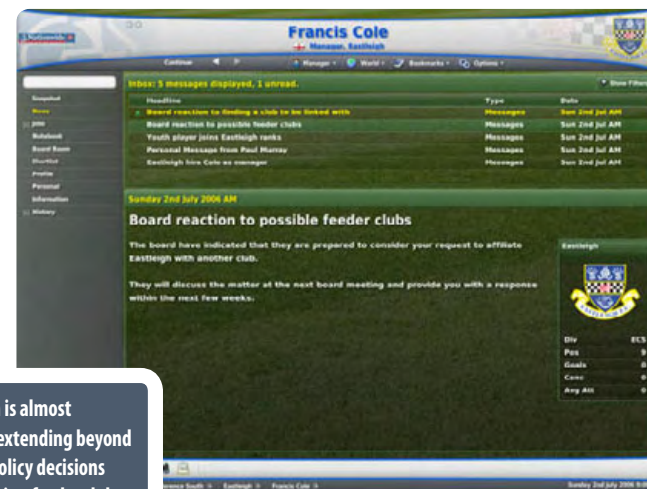
FIRST IMPRESSIONS

80%

A Star War without the license draw...

"A FREE STADIUM WITH EACH GAME"

We went one-on-one with
SI Games MD Miles Jacobson
for an FM team-talk



In FM your reach is almost Wenger-esque, extending beyond pure tactics to policy decisions such as establishing feeder clubs.

Miles Jacobson started as a footsoldier in Champ Man's legion of researching fans, but rose to become the most important honcho at SI Games, bar the Collyer brothers. He's overseen the series' rebirth as Football Manager and helped flog the developers to SEGA. And now, the driving force behind the world's most addictive videogame, has announced a new dawn for Football Manager...

You've just announced FM Live for PC, a real-time massively multiplayer management game. Surely it's headed to 360?

We'd love it to come to 360 – we want FM Live to be released on as many platforms as possible – but for the minute we're concentrating on getting the PC and Mac versions finished. We're certainly not

discounting a 360 version.

Surely the game's made for Xbox Live – even the name fits the bill...

It's not named with a specific platform or gaming term in mind. It's called Live because it presents a live environment where people can play against humans. Football Manager is about players in their own world, whereas FM Live puts players in a 24/7 living world.



Unsettle players with a few choice words to the Press.

For the uninitiated, what's so good about Football Manager. Why does it stand out from the managerial crowd?

It is the most accurate, immersive, football universe in the world. With so many leagues and different challenges therein, and the "one more game" factor, it's the highest reviewed, most played, and most revered management game for any platform, and we're very proud to have brought it to the Xbox 360.

Football management has had a fairly mixed reputation on consoles - do you feel 360 is finally delivering a machine that enables you to stretch your developmental legs in people's lounges?

The fact that we haven't had to cut anything out from the PC game shows that Microsoft has delivered a



Players have lives, ambitions and – unlike many of their real-life counterparts – brains.



FM is as deep and rewarding on 360 as it is on PC.

> Interview continued

platform that is capable of handling a game as in-depth and realistic as Football Manager.

You implemented significant changes to the interface/ controls for FM 2007 - why? Are you pleased with the results?

I'm pleased, but I don't think that anyone on the team is 100% happy with it, and we are always noticing little things that could be done better. The controls for FM 2006 on 360 simply weren't intuitive enough, and we made very big strides with the latest game.

Your fans are crucial to the success of the game. Have you seen new fans joining the FM community from 360land?

There have been some, but not enough yet! I don't think the 360 has

yet crossed over properly away from being a "shooter box", but it'll come in time. The PC market is obviously a lot larger, potentially, than that of any console as there are so many people out there with PCs and Macs.

Have you had much feedback about the 360 game? Any suggestions you hope to implement in future FMs?

All feedback on all platforms get listened to and brought up in our feature meetings. It's unlikely that, away from Live features, there will be features that appear on one platform and not the others.

Any plans for FM downloads in the form of tips and extras as well as data updates for the coming months?

There are some hints & tips guides available on YouTube right now, but there are no plans to have those coming through Xbox Live Marketplace. We have made a demo, and we are planning a data update, but we're not sure yet whether Microsoft will allow us to release them.

What are your hopes for the series going forward? What's your vision for FMs to come on 360?

To keep improving the game each year – it's already the ultimate simulation of football management, but there are always things that we want to add.

"We'd love FM Live to come to 360. We're certainly not discounting a 360 version"

Can you improve on the 100 new features that made it into FM 07?

Anything left out will turn up in the future – we've been having our feature meetings for the new game, and already have way more than we will be able to add.

Another FM is a no-brainer. What stage of development are you at with the game?

Everything is scheduled, decisions have been made, the design process and coding process has started.

What do you personally hope to see in coming FM games, even though the coders will have a heart attack trying to make it work?

A free stadium with each game, and up to 50,000 people to fit into it. That's more for SEGA than the coders though.

What happened to your link-up with Pro Evolution Soccer? They used some of your stats, isn't it about time they gave you something in return, like... a 3D match engine?

We let them borrow our database. In return, we got to play a great game that didn't have Stefan Iversen playing as a winger. ●



Developer: SI Games

Publisher: SEGA

Players: 1-8

Certificate: 3+

Features: Database of over 200,000 football people, massive community, addicted to realism.

Heritage: Championship Manager series up to CM4.

ETA: Late 2007

Get lucky and a billionaire might waltz in to boost your coffers.

NEW MAGAZINE!
FOR PLAYSTATION 3

P3Zine

P3Zine

Passionate about PlayStation 3
Dedicated to the biggest PS3 releases
Written by the best in the biz
Packed with video and multimedia

FREE!
NEW MAGAZINE
FOR PS3 GAMERS
OUT NOW!



P3Zine Issue 2
DOWNLOAD IT NOW!

THE BEST PLAYSTATION 3 GAMES

The Elder Scrolls IV Oblivion

Grand Theft Auto IV

Pirates of the Caribbean

F.E.A.R.+ Untold Legends

Splinter Cell: Double Agent

SUBSCRIBE FOR FREE NOW!





Publisher: EA

Developer: EA LA

Heritage: The Lord Of The
Rings: The Battle For
Middle-earthLink: [www.
commandandconquer.com](http://www.commandandconquer.com)

Out: May 11th

Command & Conquer 3: Tiberium Wars

They said it couldn't be done...

A bastion of the murky world of PC gaming, conventional wisdom dictates that real time strategy simply can't be successfully transferred to a console. It's a debate that has raged endlessly, the crux of the matter being that shifting a bunch of toy soldiers round the screen can only be properly done with a mouse. Until now, the developers of the venerable Command & Conquer series would appear to have gone

along with this thinking, having not released a console version of the game since a mainly bad attempt some seven

years ago.

The console landscape is a very different place now though, with such phenomena as HD-TV and Xbox Live to contend with, although ultimately it still comes down to control issues. However, following the acceptable response to last year's Lord Of The Rings strategy game, EA has honed the control system further and C&C3 comes out all guns blazing for a next-gen assault.

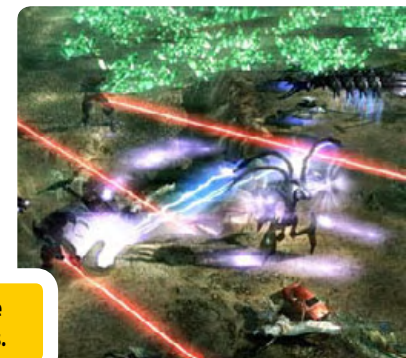
Take control

The big question is: does it work? The even bigger answer: yes it does. Following a comprehensive boot camp styled tutorial, the control



"C&C3 comes out all guns blazing for a next-gen assault"

Insects the size of cars.



A classic GDI versus Nod encounter.



The aliens have a go at Nod.

AND THE OSCAR GOES TO...

Full Motion Video is back. Hollywood actors rejoice...



JOSH HOLLOWAY

Best known as arrogant redneck Sawyer in *Lost*, here he wheels out the same routine, albeit in a rubber suit.



BILLY DEE WILLIAMS

Arguably only known as the suave Lando Calrissian in *The Empire Strikes Back*, Billy also did some stuntwork in *Police Academy 4*.



MICHAEL IRONSIDE

He didn't play the wheelchair-bound detective of the same name, but he did appear in the much-misunderstood *Starship Troopers*.



GRACE PARK

Continuing the sci-fi wet dream is Lt. Sharon 'Boomer' Valerii from the all-new *Battlestar Galactica*. Also played 'Asian Dancer' in *Romeo Must Die*.



TRICIA HELFER

Another *Battlestar Galactica* refugee, Trish has also graced the catwalk for the likes of Ralph Lauren, Versace and Victoria's Secret. Steady...



Sink that battleship!



One of the luxurious Blue zones.

"It's arguably even simpler than the PC version"

When LazerQuest Goes Bad.



SHOT BY BOTH SIDES

Who are ya?



Global Defence

B'hood Of Nod

The Scrin

Global Defence Initiative

Very much the do-gooders of the piece, the GDI are loosely akin to the United Nations, keeping the peace and attempting to protect the earth from the harmful effects of Tiberium via their sturdy vehicles and robust soldiers.

Are they toy cars or big aliens?

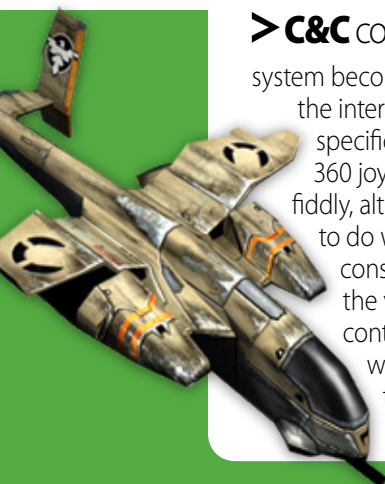


>C&C continued

system becomes fairly intuitive, with the interface having been specifically designed around the 360 joypad. Certain elements are fiddly, although this often has more to do with the practicalities of console gaming than it does the vagaries of a shoehorned control system. With the best will in the world - or even the best HD-TV - picking

out an individual soldier from 12 feet away is something of a test. Thankfully, this is Command & Conquer, and for all its pseudo-strategical posturing, the main tactic almost always involves selecting every man, woman or vehicle on screen and piling them into the combat zone en masse. Fortunately this can be achieved with a simple trigger/button combo that is arguably even simpler than the PC version.

The upshot then is that the game works, something of a prerequisite of a purchase that will set you back half a hundred pounds. Whether it's a decent game is a different matter altogether. Apart from the tutorial and some unique multiplayer modes, it's largely identical to the earlier PC version, >



> C&C continued

which - as readers of PCGZine will recall - came out with flying colours.

Pretty Green

For the uninitiated, this is the latest instalment of the seminal franchise that effectively put the RTS genre on the map way back in the mid-90s. Numerous games have been released over the years, but this one earns the official number three by virtue of adhering to the core storyline of the disparate C&C universe.

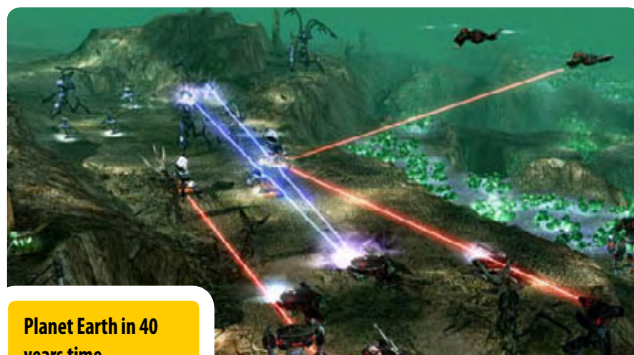
This latest episode kicks off on the very specific date of March 2047, presumably as it's four decades after the PC release. As ever, the mysterious green Tiberium crystal is key to the conflict, and the space year 2047 sees it proliferating across the Earth like never before. So much so that the planet is now divided into colour-coded zones according to degrees of Tiberium infestation. Your Blues are safe, representing a mere 20% of the Earth's surface. Yellow zones make up half the planet, and while partially habitable, they are far from desirable. As for the remaining 30% that makes up the Red zones, suffice to say it's a shithouse.

To add to these already tangible problems, that bald twat, Kane, pops up again to wreak havoc via his thinly-veiled fundamentalist terrorist group, The Brotherhood Of Nod. Intent on grabbing the Blue zones for themselves, it's down to the Global Defence Initiative - the good guys - to



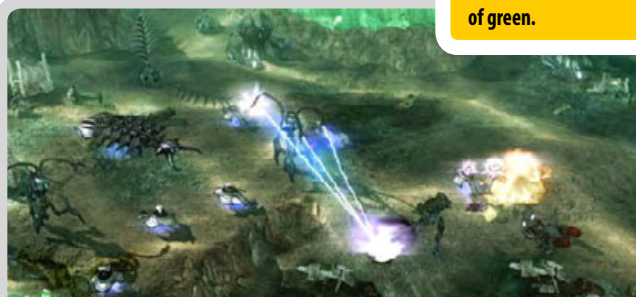
foil his dastardly plans. Would you believe it? The fate of the planet and humanity is in your hands. Again. Unless of course you play as Nod and gleefully piss in the eyes of humanity. And in an unexpected twist, it's not just humanity who are involved, as a new alien race - The Scrin - crops up to do battle with both sides.

As you can imagine, it's a right old to-do, and one that is relayed via the time-honoured Command & Conquer gameplay and hilariously corny presentation. It may be beamed into your eyeballs via a crisp shiny new telly,



Planet Earth in 40 years time.

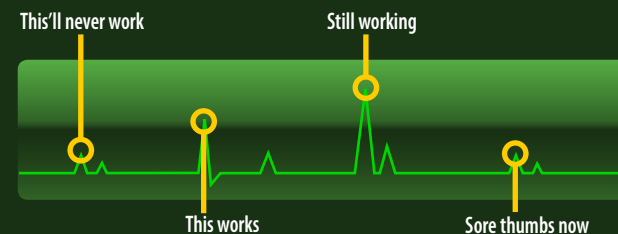
A lot of fuss for a bit of green.



but ultimately if you've ever played a C&C game you will pretty much have seen it all before. A few subtleties have been introduced, such as garrisonable buildings, but unsurprisingly EA has chosen not to fix what isn't broken. As such, it's mainly a joy to play, providing a decent level of challenge that will have you frequently beating the joypad in despair, yet returning for the perennial 'one more go.' ●

Steve Hill

PULSOMETER *Signs of life*



360Zine Verdict *The RTS game you can play on your TV without ruining your appetite.*

Polished

Addictive

Predictable

88%

**Publisher:** Activision**Developer:** Harmonix**Heritage:** Guitar Hero

(obviously), Frequency,

Amplitude

Link: www.

guitarherogame.com/gh2/

OUT NOW

Some of the later
backdrops are pure
pantomime.

Guitar Hero 2

This one goes to eleven...

The beauty of Guitar Hero is that it's pure adolescent wish-fulfilment. The realisation of every teen fantasy of becoming a rock god or goddess, perfect for anyone who ever posed in front of their bedroom mirror strumming a tennis racquet along to their favourite rock anthem, making devil horns with their hands. Or at least it feels that way - the reality is that you're standing in front of your telly pressing buttons on what looks like a Fisher Price My First Guitar. Reality is

such a bummer.

For anyone who's never experienced either Guitar Hero game on PlayStation 2, immediately dash down to your local games retailer and buy this now. Seriously. What, you want reasons? Well, okay then.

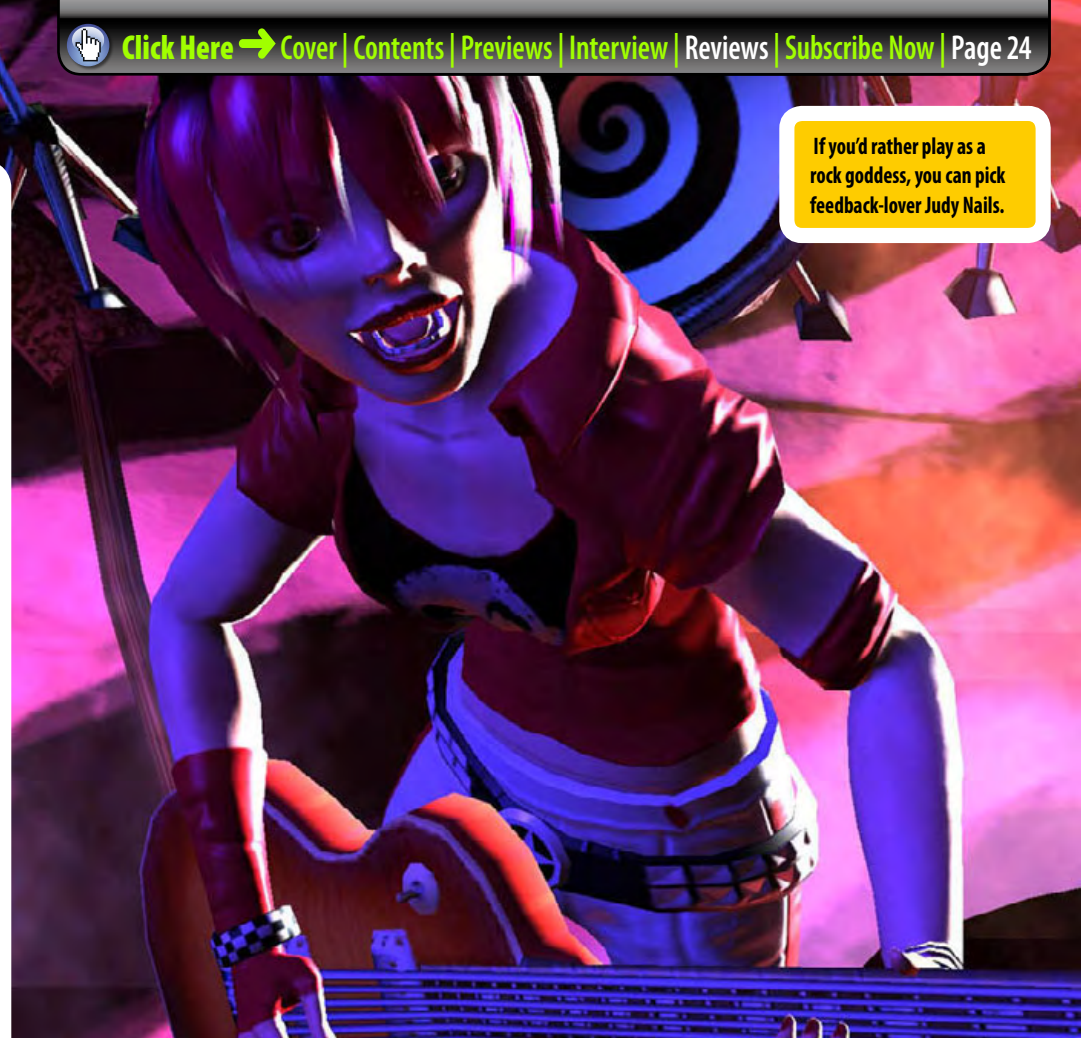
Rock & roll

Guitar Hero 2 is pretty much the finest rhythm action game known to man. It proves that you don't need stunning graphics and next-gen muscle to create immersion. All you need is rock. And then more ROCK. Through the transformative power of music, you're no longer in your front room watching a scrolling fretboard, timing presses of coloured buttons on your X-Plorer guitar controller. Nope, you're on stage in a packed arena, performing power chords and pyrotechnic solos to an enraptured crowd. The Star Factor helps - hit enough star notes in a row, and you can tilt your Gibson upwards



*"You're on stage performing
pyrotechnic solos to an
enraptured crowd"*

If you'd rather play as a
rock goddess, you can pick
feedback-lover Judy Nails.



FREEZE FRAME

*Take to the
stage*



30 MINUTES - You've chosen your character and your band name - you're on the road to fame!



2 HOURS - By now you should be getting regular encores, and playing some of the biggest arenas.



6 HOURS - You're starting to master Hard mode, while decking your guitarist out in new garb.



12 HOURS - Still struggling with Expert? Just wait 'til you get to Freebird. Ouch!



15 HOURS - All-conquering multiplayer. Amazing fun, whether co-operative or competitive.



Multiplayer Guitar Hero 2 is the most fun you can have fully-clothed.



ZERO TO HERO

How to be a Rock God



**The Rat
Cellar**

**Star
Power**

**Grim
Reaper**

The Rat Cellar

Starting out you'll be playing smaller, less salubrious venues like The Rat Cellar while your band's fame builds. As the money you earn depends on how well you did, decent performances are essential if you want to buy stuff in the game's shop. Here you can pick up new guitars, outfits and even characters. Four and five-star shows can also attract the interest of sponsors.

Sponsorship deals from companies like Orange Amps are your reward for expert playing.



> Guitar Hero 2 continued

to multiply your score. It's amazing how much this adds to the experience, as you end up throwing rock shapes around your lounge, nodding your head and tapping your feet.

Of course, it helps massively to have other people present, as eventually it starts to dawn on you during solo play that you look a bit sad. Even better is when you add another guitar into the mix, and you compete against your friends to see who's the ultimate Guitar Hero.

There's just one fly in the ointment here which stops us from suggesting, nay insisting, you grab yourself a copy sharpish. Guitar Hero 2 is expensive. Factor in an additional controller if you're meaning to play the game properly and you're looking at well over £100. It's hard to say it's not worth it, but that's still a lot of money. Even if you're Billy-no-Mates, £70 is an awful lot to shell out when the near-identical PS2 version is at least £20 less. Yes, there's

"Guitar Hero 2 can make you feel like no other game can"

the potential for more downloadable songs, but the prohibitive cost of 500 points for 3 tunes rankles with us. A slightly improved controller, sharper graphics and a couple of new songs aren't enough for us to recommend this to any PlayStation 2 owners, in all honesty.

It's a shame, as in every other way Guitar Hero 2 is a triumph, and if you've got any skilled gaming pals then it's well worth the investment - facing off against each other in epic guitar battles is unrivalled fun. And whether you're just learning and you finally nail Sweet Child Of Mine on Medium, or you're a fretmaster five-starring Freebird on Expert mode, Guitar Hero 2 can make you feel like no other game can. And that's got to be worth the outlay, right? ●

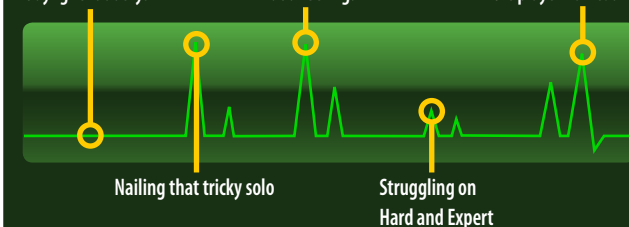
Chris Schilling

PULSOMETER *Strings of life*

HOW much? This is daylight robbery!

Your first encore - what a feeling!

Beating your mate in multiplayer - awesome



There's a generous array of unlockable guitars, from Gibsons to Epiphones.



**360Zine
Verdict**

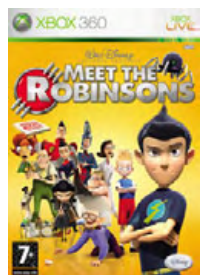
A steep price, but an unmissable experience. Are you ready to rock?

👍 A ton of songs, mostly ace

👍 Ultra-satisfying gameplay

👎 No real advance on the PS2 version

89%



Publisher: Disney Interactive Studios

Developer: Avalanche Software

Heritage: Tak and the Power of Juju, Chicken Little

Link: <http://disney.go.com/OUT NOW>

Meet The Robinsons

A movie tie-in that's actually not bad? Whatever next?

It's difficult not to approach a movie tie-in game without negative preconceptions. Especially when it's based on a kids' - sorry, family film. So, it's with some surprise that we can report that Meet The Robinsons isn't half bad at all.

Like so many of its licensed compatriots, Meet The Robinsons barely has an original bone in its body. However, it's savvy in the elements it pilfers. The targeting, lock-on systems and puzzle-based dungeon-type design are all very Zelda, while there's more than a hint of Ratchet and Clank about the robot enemies, and the use of gadgets.

These gadgets provide the main thrust behind the gameplay, with the plot a basic travel-through-time story

that barely references the film. The Disassembler is used to collect components from certain objects to create new inventions, while the Charge Glove allows you to shoot balls of electricity at any robot foes, or activation points. There are five gadgets in all, which are assigned to three of the coloured buttons, with the A used as a context-sensitive Action button.

Pass the popcorn

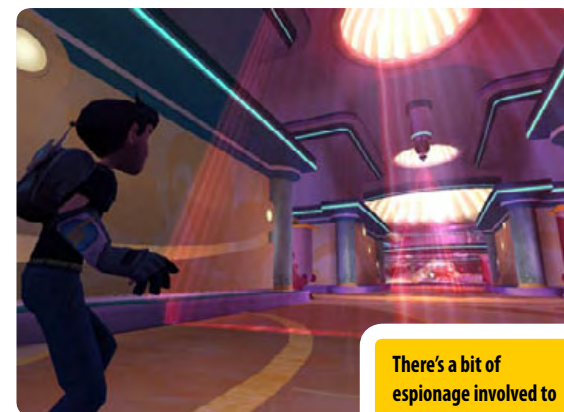
If these facets sound all too familiar, then Meet The Robinsons is almost certainly to evoke a feeling of déjà vu. Yet it has just enough personality of its own to carry it through. It's certainly more polished than many tie-ins - the voice cast is very good, and the



Chargeball is one of the unlockable minigames.

different environments (particularly the Robinson house hub) are realised with some skill, if never quite looking more than a shiny PS2 game. With a couple of entertaining minigames thrown in, a tougher-than-usual challenge, and a main adventure of decent length, Meet The Robinsons is ideal family fare. ●

Chris Schilling



There's a bit of espionage involved to get the time machine.



The environments are highly unoriginal, but there's plenty to blast.



SECURITY GUARD

Protect and survive

There are a few minigames unlocked as you play, but Security System, available from the outset, is the best one. Playing as family robot Carl, you're tasked with controlling four security devices to protect the Robinson house from the evil Bowler Hat Guy and his collection of laser-enhanced hats. It's essentially a static FPS - you switch rooms with the triggers and zap the baddie or his hats with projectile shooting cameras - but it's addictive and highly entertaining.



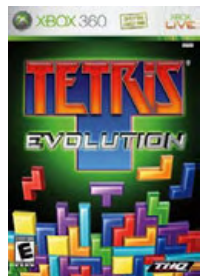
It's tougher than you might expect.

360Zine Verdict

Familiar family-friendly filmic fun.

- Well-presented and enjoyable
- Ace Security minigame
- Seen it all before

69%

**Publisher:** THQ**Developer:** Mass Media**Heritage:** Classic Russian puzzler from Gameboy days.**Link:** www.thq-games.com/uk
OUT NOW

The graphics are really /blocky/. Bud-dum-tsch! Oh, shoot me...

Tetris Evolution

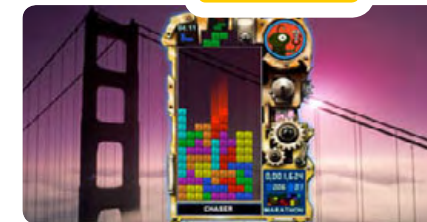
Another generation of the classic Russian puzzler?

T rue story: a cloned version of Tetris on my phone recently saved me from throwing myself under a fast-moving train. I was stuck at Swindon station, having already taken two hours to get there from London. I was ready to end things when I idly rediscovered the great game on my mobile. It was beautiful, and hours vanished. Tetris, as anyone who has played it will testify, is one of the great

games, up there with Chess and Football. So there's little surprise in the arrival of this Tetris add-on from THQ. Every format should have its own Tetris release, and here it is for Xbox 360.

Puzzling

There's multiplayer support and a couple of new game modes, and there are lashings of visual options to make this /look/ like the most beautiful



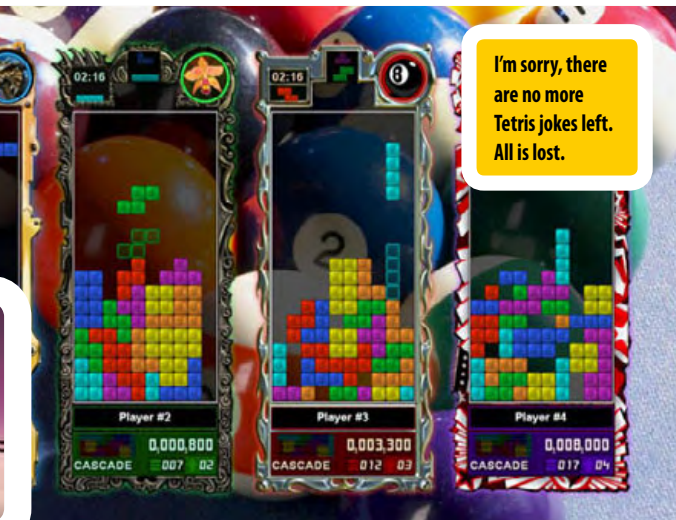
There's no point "Russian" a game of Tetris...

puzzle beast of all time. Achievements can be earned through massive hi-score crunching, while the multiplayer allows you to play with four people over Live - so finding opponents will be no problem. Of course that's all inconsequential to the beating heart of the game: the block-rotating, line-annihilating core of Tetris is all that we're ever going to want, and all that matters here. It's incredible. Again. However, THQ has released this as an

TETRIS REWIRES YOU BRAIN!

Five portions a day...

Research conducted in the 1990s by Richard Haier at the University Of California, Irvine demonstrated that expert Tetris players' brains use less sugar to play than newbies, suggesting that the brain chemistry itself is altered by extended play on the games. Later research has suggested that this effect stretches to games as a whole, which serve to make our brains more efficient at performing abstract visual tasks.

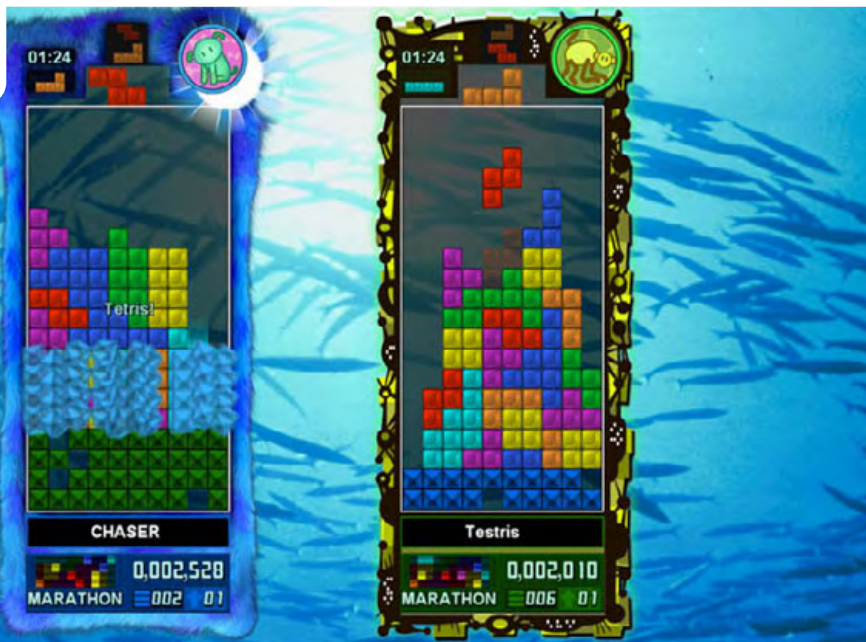


I'm sorry, there are no more Tetris jokes left. All is lost.

"Tetris is up there with Chess and Football"

on-the-shelf package for \$30 (so expect to see it for about 20 quid in the UK). I've got a clone of it on my phone, and could download it for free on my PC. A pricey Xbox 360 version is madness. Given that the whole thing could have been slapped on Live for a few hundred points it makes little sense that an old puzzler should be dolled up and shipped out like this. Sure, put Peggle or something fresh on the shelves, but not Tetris, and not like this. Sigh. ●

Jim Rossignol



360Zine Verdict

The puzzle remains strong, but the add-ons are weak.

- 👍 Tetris never got dull
- 👎 Little worth paying for
- 👎 Should have been on Live

60%

Xbox Live Arcade Round-Up

There's a whopping six new titles on the arcade this month...



You can control the items you've placed by pressing the corresponding button.

Eets is an emotional little alien. We think he could use a hug...



Publisher: Microsoft Games Studios
Developer: Klei Entertainment Inc.

Heritage: Eets: Hunger
Link: www.eetsgame.com
OUT NOW
Cost: 800 points (~£6.80)

Eets: Chowdown

Don't make Eets angry. You wouldn't like him when he's angry...

Eets: Chowdown is one of the most innovative games to come onto the Xbox Live Arcade in quite a while. The game revolves around a little alien-type-thing called Eets, and it's up to you to guide him from one side of the level to the other, collecting items as you go.

Although it may look like a standard platformer, Eets is anything but. Rather than controlling him directly, Eets walks automatically to the right, and it's up to you to help him on his way by placing a selection of weird and wacky items around the level. These range from things like the Prankster Whales that swallow Eets and spit him through their blow hole,

to the Ginseng Factories, who shoot at Eets to make him angry. Making Eets angry is another important facet of the gameplay. You see, Eets' emotions change how he acts – when he's upset, he won't jump at all, but when he's angry, he'll leap huge distances when he reaches the edge of a platform. When combined with the limited number of items you have, this makes for one of the strangest, and most challenging games on the XBLA.

- 👍 Innovative Gameplay
- 👍 Loads of challenging puzzles
- 👍 Unique graphical style

Lemmings, with more aliens **86%**

Luxor 2

Developer: Mumbo Jumbo **Publisher:** United Developers
Cost: 800 MP (~£6.80)

If you took Zuma, replaced the ball spitting frog with a strange talisman, and made the environments look a little bit more Egyptian, you'd have Luxor 2. Working on the same principles as the first game, the major difference here is that rather than being at the centre of the map, you're now at the bottom, moving in a horizontal line. Bonus balls and differing terrain levels try to make you think a little bit more about when you take your shot, but it's not really rocket science. An enjoyable, if somewhat simple game, then. More variety is needed.

The Egyptian settings look quite pretty.



- 👍 Enjoyably gameplay
- 👍 Plenty of levels
- 👎 Not enough variety

Zuma with added Egypt **74%**

3D Ultra Mini Golf Adventures

Developer: Wanako Studios **Publisher:** Sierra Online
Cost: 800 MP (~£6.80)

3D Ultra Mini Golf Adventures is a golf game from the people who brought you Assault Heroes. There's a whole host of holes to play across, and each course has been well themed, with numerous interactive objects, and secret passages to discover. While the graphical style does leave a lot to be desired, you can't help but to be impressed by the amount of stuff on offer here; there's a full four player online (and offline) mode, 36 holes to play through, and even a course editor so you can make your own!



In outer space, no one can see your rubbish shots.

- 👍 Plenty of holes to play through
- 👍 Interactive objects on each hole
- 👍 Level editor included!

It's not Tiger, but it is fun **81%**

> Xbox Live Arcade Round-Up continued

Pinball FX

Developer: Zen Studios
Publisher: Zen Studios
Cost: 800 points (~£6.80)

The tables are packed with loads of special objects.



Although pinball games are something of a niche genre, they've proven to be quite popular over the years, and now they've made their way to the XBLA with Pinball FX. The stand-out feature here is the integration for the Xbox Live Vision camera, which lets you control the flippers with your own hands. Although this can get tiring very quickly, it's a good novelty feature, and the leaderboards are sure to prove popular with pinball fanatics. For 800 points there should be more than three tables in the basic package.

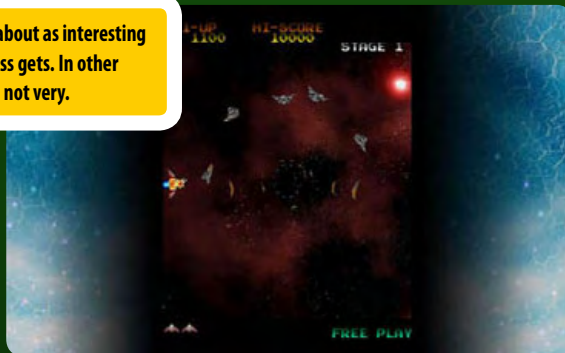
- Lots of things happening on the tables
- Xbox Live Vision integration!
- Steep asking price for just three tables

Not quite the Pinball Wizard **68%**

Gyruss

Developer: Digital Eclipse **Publisher:** Konami
Cost: 400 MP (~£6.80)

This is about as interesting as Gyruss gets. In other words - not very.



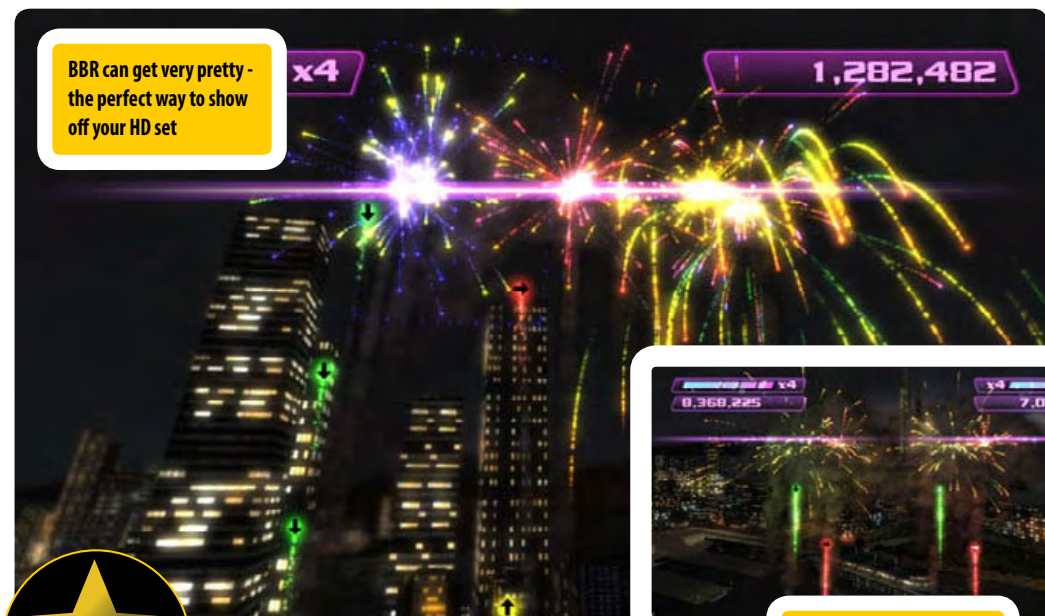
Another month, another "classic" release, and another game that leaves a lot to be desired. Originally released in 1983, Gyruss is a game that plays a bit like Space Invaders, but with your ship only able to circle around the centre of the screen. There's 23 levels to play through here, but unfortunately, each one of them follows exactly the same formula – circle your enemies, pick them off as they come towards you, then progress to the next level. While the game features updated graphics, and a 2 player online mode, the gameplay simply can't stand up to the other games on the XBLA.

- Ok for a few minutes
- Repeti-ti-ti-ti-ti-tive
- Simply not enough to it

Too old-skool for its own good **48%**



Publisher: EA/Pogo
Developer: Bizarre Creations
Heritage: PGR3, Geometry Wars
Link: www.bizarreonline.net/boom_boom_rocket.php
OUT NOW
Cost: 800 points (~£6.80)



BBR can get very pretty - the perfect way to show off your HD set

Boom Boom Rocket

Rhythm action comes to Xbox Live with a bang.

Why is it the simplest of concepts always make the greatest games? Boom Boom Rocket is incredibly simple in concept – arrows fly towards the top of the screen, and when they get there, you have to press the corresponding button to detonate the firework, but it's this simple nature that makes it one of the most addictive and enjoyable games around.

When the arrows reach the pink line, you've got a split second in which to press the button and detonate the rocket. Of course, rockets being rockets, they don't always fly in a straight line, and this makes it tricky to judge which arrow will get to the line first, leaving your fingers playing their own game of twister to light all the

rockets in time.

The tunes you'll be illuminating the skies to are all classics that you're sure to recognise. From the 1812 Overture, to the Hall of the Mountain King, each song has been spruced up and remixed, making them sound strangely like Daft Punk. While we're almost disappointed you can't play to your own tunes, the built in selection does its job perfectly, and provides a perfect backdrop for the spectacular visuals. You won't get bored of this one...

The 2 player mode is immense amounts of fun.

- Addictive gameplay
- Competitive leaderboards
- 2 player local play

Great tunes, great graphics **91%**

HGZine PSP & DS games

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Call of Duty Test Drive Unlimited

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PLUS! LOADS MORE...



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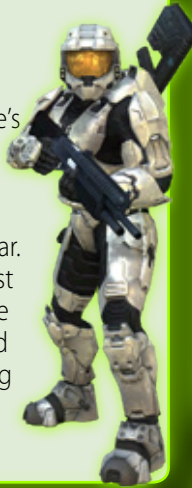
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Written by the best in the biz

**Simon Sayers**

Simon is an active member of the Xbox live community. His passion for everything Xbox 360 related has led him into a career as a full-time video games journalist.

Welcome

Despite this notoriously slow period in the videogame's release calendar, the Xbox 360 community is a hive of activity. As we all wait patiently for the big titles of 2007, the Halo 2 servers are full to the brim with gamers honing their skills in preparation for Halo 3 later in the year. Meanwhile, the Gears of War, Rainbow 6: Vegas and Ghost Recon: AW 2 lobbies are still running strong following the release of downloadable content. It may be a slow period for publishers, who are busily working out their marketing strategies for the year's big releases, but the Xbox 360 community never takes a break...



On Marketplace

WHAT'S HOT?

Rainbow 6: Vegas Player's Pack: Red Edition - 800 MS Points
Hotter than a Halo3 beta invite (well almost), this new pack for Rainbow 6: Vegas features two new game modes and five glitzy new maps!

WHAT'S NOT?

3 x Guitar Hero II Song Packs - 500 Points each
Hang on a pluckin' minute! You can currently download nine songs, which are split equally into three different packs, for

the price of 500 Microsoft points per pack. That's £4.25 for just 3 songs. No wonder Major Nelson's been getting a right earful about it; GH II is a great game, but we've already forked out £69.99 for it. Get out of here...

COMING SOON

The demo of the highly anticipated Forza Motorsport 2 has now been given the green light by Microsoft. Keep your eyes peeled as we hear it's due for release very shortly.

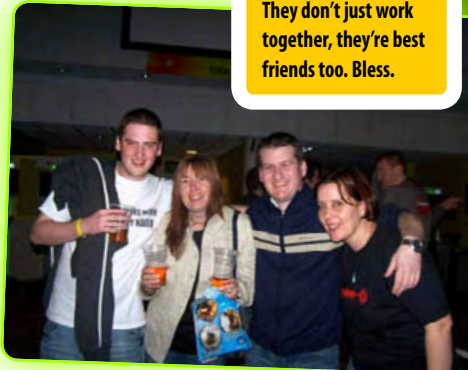


360Zine Fan Site of the Month

XboxGameZone team spread the love

XboxgameZone is a site that typifies the huge effort and teamwork that many of the Xbox 360 fan sites invest into building a welcoming community. They've brought the latest features, news and reviews to gamers since 2004 and currently host many top class tournaments, all of which are free to enter, for the likes of Gears of War and Call of Duty 3.

Lisa Bidder, editor of XboxGameZone, was delighted to be recognised as 360Zine's Xbox 360 fan site of the month and told us that she's keen to continue the site's commitment to the ever-growing Xbox community. "XboxGameZone has always been first and foremost about the community. We had a concept of what we thought a great community site should be when we first launched in 2004, but it is with the continued help of the people who embraced those ideas that our community continues to grow from strength to strength." www.xboxgamezone.co.uk



They don't just work together, they're best friends too. Bless.



Click here to nominate a fan site, podcast or blog for 360Zine site of the month

The 360Zine Giveaway!



The C&C series finally returns to the console after a seven year break

Command & Conquer 3: Tiberium Wars multiplayer experience will feature four game modes: siege, capture the flag, capture and hold, and king of the hill. There will be 20 multiplayer maps to choose from and the promise of plenty of future downloadable content. These massive online battles will also support the Xbox Live Vision camera, allowing you to see your opponent's face while you decimate him.

To celebrate the release of Command & Conquer 3: Tiberium Wars we have 5 copies to giveaway. All you need to do to win yourself a copy of the RTS game is to answer the following question:

In what year is the current Tiberium war set?

Email your answers to:
360community@gamerzines.com

Click here to send your answer for your chance to win C&C



C&C3 features live action and full-motion video sequences.



360Zine Clan of the Month



We'll be trawling the lobbies of Xbox live and community forums each month to bring you the best clans in the UK.

The Misfits R Us pride themselves on having fun and building friendships with other clans. They have an active community and their motto - "to have fun and enjoy other people's company" - is one which has endeared them to other like-minded clans. We spoke with clan captain, Hardhat Amoeba:

What is your favourite clan game at the moment? COD2, it seems to be the game most clans have and also it's great for lobby communication. We mainly play Team deathmatch, Search and Destroy and Headquarters

Do you take part in any tournaments or leagues? We have not entered any official contests (we might if the opportunity arises), but since our main aim is community spirit and having a laugh we tend to either setup leagues or take part in leagues arranged on the Xbox Friends Forum for the UK.

What game is the clan most looking forward to this year?

That is difficult. Some clan members are looking forward to Halo3 and others are waiting for some more RPG games like Blue Dragon. I personally can't wait for Forza2

What's your favourite aspect of Xbox live? It's the ability to interact with your fellow player, not just the in-game experience but the text, voice and video messaging.

You can challenge the likes of GiggieFAIRY, RedBull69 and Wildebeetroot from MisFit R Us over at the team's official website:
www.nightwolf.co.uk/misfits/news.php



HardHat Amoeba rules the roost.

Click here to submit your clan to 360Zine



CHALLENGE US TO... ANY 360 GAME

To challenge us head over to www.nightwolf.co.uk/misfits/ where you can join the forums and post your challenge. We play most Xbox live games, so name the date and time and we'll see you online...

Jump on the Halo 3 bandwagon!

Grab a pen and write this date in your calendar. The Halo 3 multiplayer beta test will take place between May 16th and June 6th. Anyone with a beta code will be able to test out three maps, Valhalla, High Ground and Snowbound! If you weren't lucky enough to grab one of the free keys

The hottest Xbox live tournaments

Kick the competition into touch...



May 3rd
RAINBOW 6: VEGAS SHARPSHOOTER
www.matchbox360.co.uk/events/

May 6th
GUITAR HERO II
www.xboxgamezone.co.uk

May 9th
PAC-MAN WORLD CHAMPIONSHIP
www.xboxlivetournament.com

May 14th
RAINBOW SIX: VEGAS SURVIVAL
www.tournament.tfm.co.uk

May 16th
CALL OF DUTY 3 - DEATHMATCH
www.xboxgamezone.co.uk

May 20th
TEXAS HOLD 'EM POKER NIGHT
www.xboxgamezone.co.uk

May 23rd
DEAD OR ALIVE 4 TOURNAMENT
www.xboxgamezone.co.uk

LEAGUES & LADDERS

CHROMEHOUNDS
www.xboxliveaddicts.co.uk

GEARS OF WAR CHAMPIONS LEAGUE
www.matchbox360.co.uk

BATTLESTATIONS MIDWAY
www.gamebattles.com

PRO EVOLUTION 6
www.backofthenet.info

RAINBOW SIX: VEGAS
www.worldgaminginc.com

Let us know if you're running a tournament! Click here to submit details!



EXCLUSIVE INTERVIEW

Spring Update

Robin Burrowes, Xbox Live Product Manager for UK and Ireland, reveals the major Xbox 360 Spring dashboard update.
Interview by James Woodcock



Let's kick off with your role at Microsoft...?

Primarily my role is really to make sure that the UK and Ireland are contributing subscribers and that members are enjoying playing against each other. I am also involved with communicating any service developments and this is quite timely because the Spring update comes out overnight between May 7th and 8th. We do two of these major updates every year just to make sure people's experience is optimised.

Will the update require you to be connected to Xbox Live?

You do have to be connected to the Xbox Live service but when you connect your console at the appropriate time then it will automatically update for you.

Xbox Live is all about the community and this seems to have been the key thought with the Windows Live

Messenger integration (or MSN as it used to be known) with the Xbox 360. Maybe you could explain how this works?

This has been an area we have wanted to explore for quite some time. My own background is that I used to work over at MSN, and the Xbox Live community really is the biggest social networking audience through the television. We have six million members using the service as the main source of connectivity... and in the world of Messenger you are looking at around one hundred and twenty million. We wanted to make sure that they can now connect with each other.

Once the update is available your Windows Live Messenger contacts will automatically transfer your friends list to Xbox Live. Lots of people will be bewildered by the fact that they might have a small amount of friends on Xbox



The new input device. Listen to the broadcast to find out more...

Live and then all of a sudden their popularity will increase sizeably!

What you will see are different icons - a new Windows Live Messenger buddy icon will be used in addition to an Xbox Live icon that will be represented in the guise of their gamertile.

Will the people who are using Windows Live Messenger and who maybe don't have an Xbox 360 be able to see what game you are playing?

Not at this stage, this is something that we are scheduling for a future update. This is very much the start of the complete integration of the two products over the course of the following years.



> Interview continued

Achievements have been a major part of the Xbox 360 experience, especially when playing single player games giving you the right to brag and prove that you have actually completed a game on the hardest setting. How does this update alter achievements?

It will inform you what you have unlocked and the gamer score value within the notification pop-up.

I benefited from this last night as I was playing Pinball FX which launched recently on Xbox Live Arcade and to my surprise and bewilderment I unlocked a 'Lucky Achievement' where you earn 10 gamer points and instead of saying "Achievement Unlocked", it tells you what it is and how many points. You also have the option of telling a friend and this makes it easier to boast or brag about your achievements.

This has been a user experience feedback, especially from the achievement hungry part of our audience [chuckles].

We have all become used to four blades on the Xbox 360 dashboard, but now another is going to appear solely for the Xbox Live Marketplace, what will feature here?

Due to the popularity of Xbox Live Marketplace being the hub of where you gain access to the great demos, trailers and Arcade content, currently you have to navigate to the home page where the Xbox Live Marketplace tab is located. The user experience is that it's one click too many and so we decided we would establish a new blade in isolation to the four current blades.

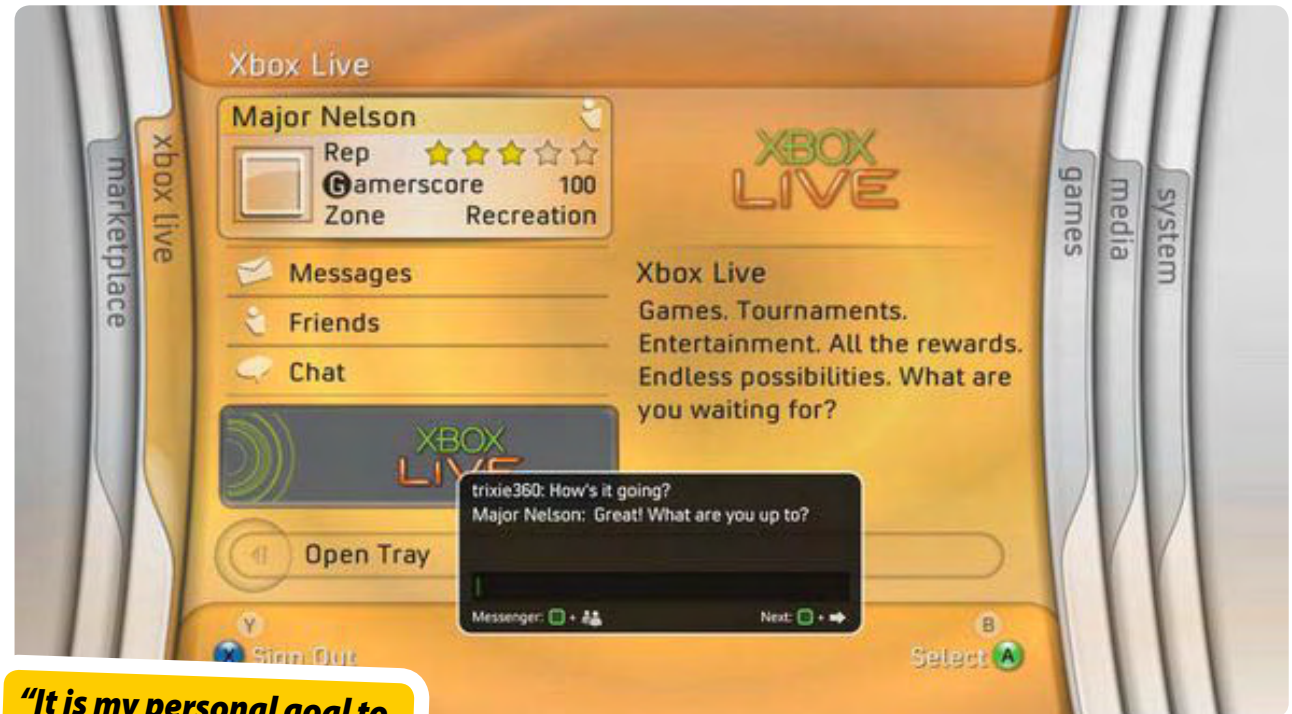
This has made it easier for us to communicate new releases and content will be cleaner and simpler to navigate.

Inevitably, as someone who lives in the UK, will we ever get Video Marketplace as we see in the US?

I thought you might ask that question [more chuckling]. The answer is yes, it will come to Europe. What I can't talk about is when it will come over here. It is my personal goal to get this on the service as soon as physically we can do this. We hope to have some content that hits in 2007, but no promises at this current time.

Background downloading has also been given some thought, what is new here?

If you are downloading a demo and, given the size capacity of some of the demos - around about the 1GB size, that can take a number of hours to download. What you can do is start a download and effectively switch off



"It is my personal goal to get Video Marketplace on the European service"

your console and what will happen is you will go into a low power mode

scenario whereby your console is still on and your download will happen automatically and when complete, it will switch off.

It allows our users to download as much content as they possibly can without the need to have the console on and continuously checking the download progress status, which is the current experience.

Windows Vista will soon be sporting Halo 2 with its Xbox Live type connectivity and featuring achievements. Will this add the Xbox 360 gamer score?

Yes it will because the Live gamer score will be a composite total of your Xbox 360 and Windows Vista games. Live will be available within the game and if you imagine the unification of titles and Xbox Live on the Xbox 360, on the games for Windows platform you will have that same integration of the Live experience and the game working with each other. ●

The Xbox 360 Elite:
next-gen just gets
better and better.

> Inbox

This month the announcement of the 360 Elite had you mailing-a-plenty...

**READER
FEEDBACK!**
Click here to
send us a
letter now!

MICROSOFT PLAYING CONSOLE catch up? Come on guys you're the company that runs the world's PCs. HDMI, 120Gb HD, black! Talk about knee jerk reaction to a competitor's product. What about every other person who already has a standard 360? Are they now the equivalent of gaming sheep to the "Elite" wolf owners? Microsoft needs to find its feet and build on what it has achieved not play catch up.

> **BoyzieUK**

THE XBOX 360 ELITE'S MAIN attraction maybe the HDD, but looking

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closer, it is also the HDMI cable it comes with - u r getting a good value here. The biggest disappointment was that Wi-Fi should have been equipped as standard.

> **Adnan Ahmed**

I THINK IT'S A WASTE OF TIME AND I wish Microsoft would just stick with the first console. I'm annoyed mainly because I left PC gaming due to upgrades coming out all the time and now consoles are doing it.

> **Danny Hogan**

I THINK MICROSOFT HAS ITS FINGER on the pulse. The Elite comes with an HDMI cable just as the Premium came with component cables. The PS3 with all the talk about being next-gen and "needing" 1080p didn't give either with its systems.

> **Joe**

I THINK IT'S GREAT AND COMES AT just at the right time for someone looking to get into a game console. It's the clear choice for a first time 360 owner and someone looking for online game play.

> **Rob Owens**

NICE, WHAT DOES AN HDMI CABLE

looks like? And is there a leap in graphics compared to a component cable?

> **Dolbit**

> According to Microsoft the HDMI cable (pictured here), delivers the same quality as the other HD outputs on the console, but it has included HDMI because it has become the industry standard for HDTV... and because the PS3 has it.



The HDMI cable
will gradually
overtake all others

JUST AMAZING - THE ENTIRE ZINE. IT'S hard to believe that no one has thought until now to do something so great like this. I just want to congratulate the entire team. Keep up the great work guys :)

> **Mikels Art**

BOYS...YOU'RE DOING A GREAT JOB and month after month you are getting even better. I now look forward to your mag more than the printed stuff. Cheers...

> **Pillazz**

EMAIL OF THE MONTH

Send us your thoughts anything 360 related.
360zine@gamerzines.com

If you have any news or views on what's happening in the world of Xbox 360 or you'd like to comment on anything that you've read in this month's 360Zine click here now! We'll bung a spanking new Xbox 360 game for the best email of the month.



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today...

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